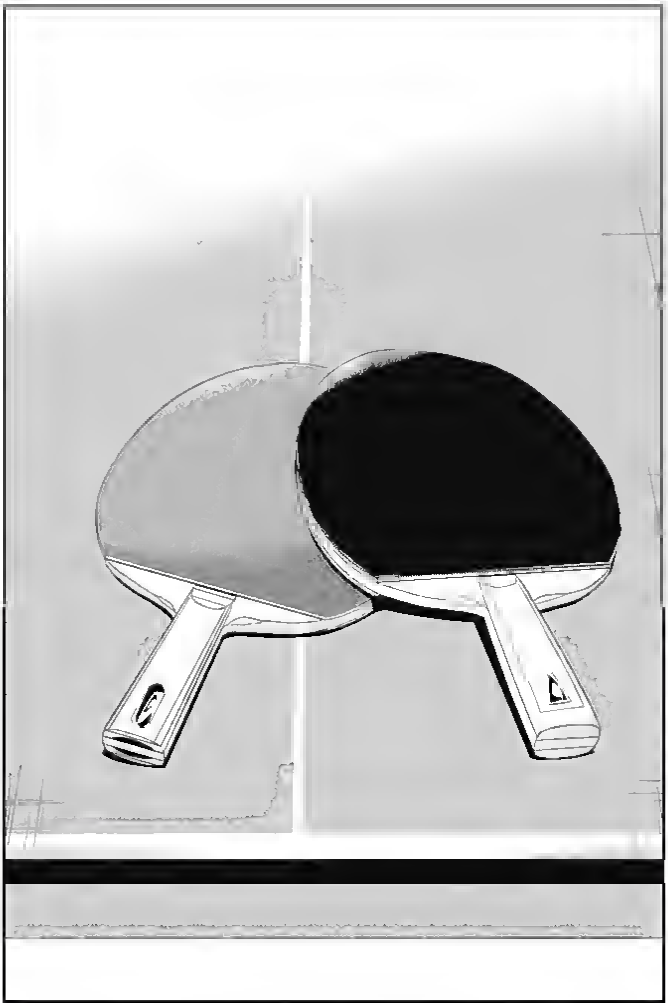


CHAPTER 14 『MY FAVORITE MOMENT』

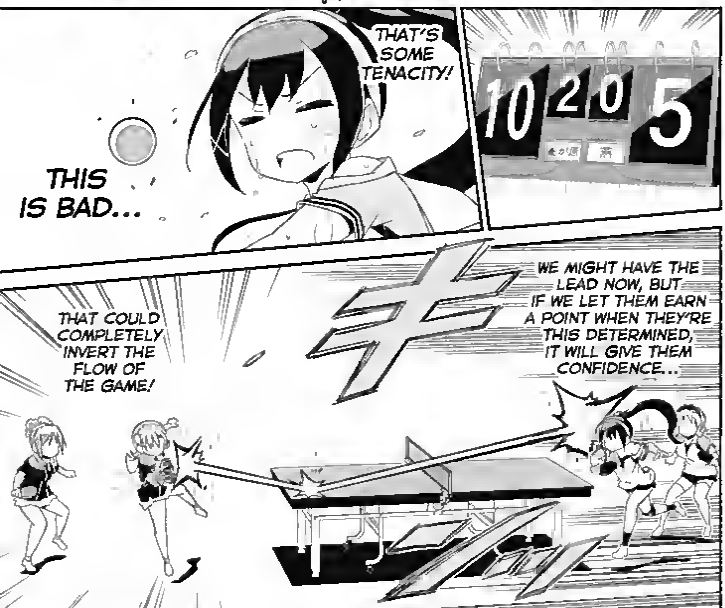
SHE CAUGHT IT!
SHE RETURNED MUNEMUNE-SENPAI'S SMASH!
IT'S NO BIG DEAL...
THE GAME WON'T END SO LONG AS WE KEEP RETURNING THEIR SHOTS!
SO STOP WITH THAT LOSING ATTITUDE...

YOU'VE GOT TO RELY ON ME,
FUBUKI!
HOMURA.
I CAN'T BELIEVE THEY RETURNED MUNE'S MUNE'S SMASH!
BUT WITH THE BALL HIGH LIKE THIS...
7
11

EVEN I CAN SCORE A POINT!
THEY COUNTERED TWO SMASHES IN A ROW!
HOMURA...
HOMURA IS STILL TRYING AS HARD AS SHE CAN.
I CAN'T GIVE UP YET!

THREE IN A ROW?!

DON'T LET A SINGLE BALL THROUGH!
THAT'S THE SPIRIT!
AMAZING! THEY'RE HOLDING OUT AGAINST A BARRAGE OF SMASHES!


THAT'S SOME TENACITY!
10 20 5
THIS IS BAD...
WE MIGHT HAVE THE LEAD NOW, BUT IF WE LET THEM EARN A POINT WHEN THEY'RE THIS DETERMINED, IT WILL GIVE THEM CONFIDENCE...
THAT COULD COMPLETELY INVERT THE FLOW OF THE GAME!

EVEN IN PROFESSIONAL MATCHES, IT'S NOT UNUSUAL TO SEE A TURN-AROUND FROM THE MATCH POINT.
THIS RALLY IS THE KEY...
IT MIGHT DETERMINE THE OUTCOME OF THE GAME!
I'M GETTING WORRIED ABOUT MUNE-MUNE-SENPAI.
SHE'S GETTING HER PRIZED SMASHES COUNTERED ONE AFTER THE OTHER...
THAT'S GOT TO BE BOTHERING HER.
I THINK...
IT'S GONNA BE OKAY!

I CAN UNDER-STAND IT...
MUNEMUNE-SENPAI LOVES HITTING SMASHES AS MUCH AS I DO.
IN THIS SORT OF SITUATION ...
KIRUKA,
GIVE ME THE PERFECT OPPOR-TUNITY.
PLEASE.

IT'S TIME
WE PUT AN END TO THIS.
大宗

HONESTLY...
MUNEMUNE, PLAYING DOUBLES WITH YOU...
ｺﾞｯ

NEVER GETS BORING!
...!

PLAYING DOUBLES FEELS SO GOOD.
IT'S THIS KIND OF RALLY THAT MAKES IT SO...
EXCITING!
IN SINGLES, IT'S ONE AGAINST ONE...
BOTH SIDES HITTING EACH OTHER WITH ALL THEY'VE GOT...

BUT IN DOUBLES, THE HEAT IS...
TWOFOLD!
TO STRIKE THE BALL HARDER THAN ANYONE ELSE!
A CHANCE...
THE PERSON I LOVE SO MUCH CREATES A CHANCE FOR ME TO SCORE.
AND AMIDST ALL THIS...

MY CHEST
IS GOING TO BURST!

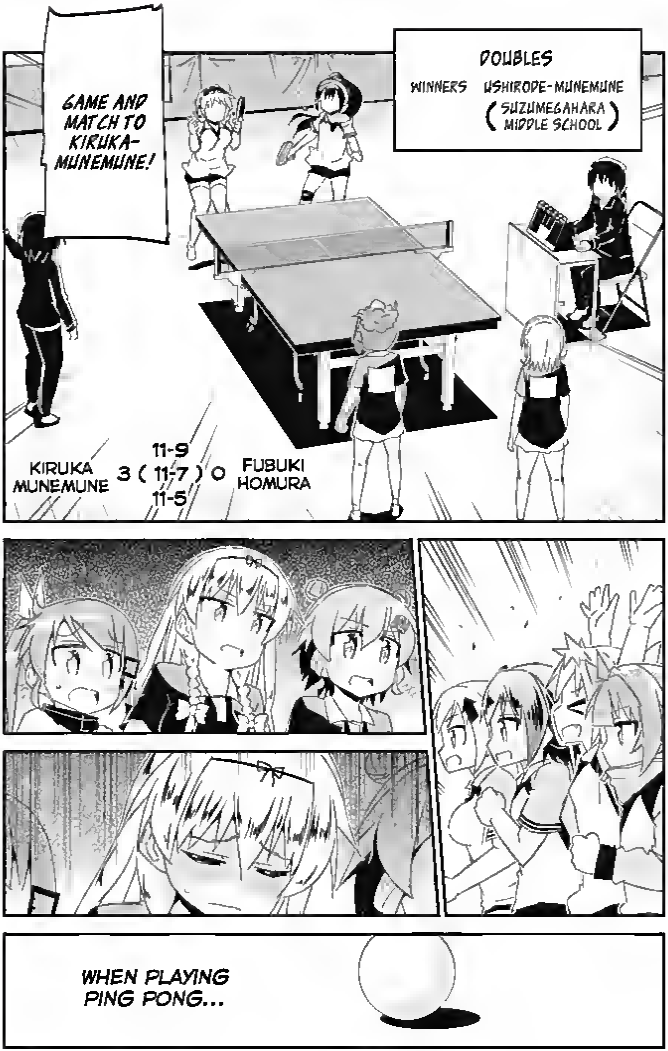
SHE'S SMILING?!
LET IT SWING.
LET IT SWING!

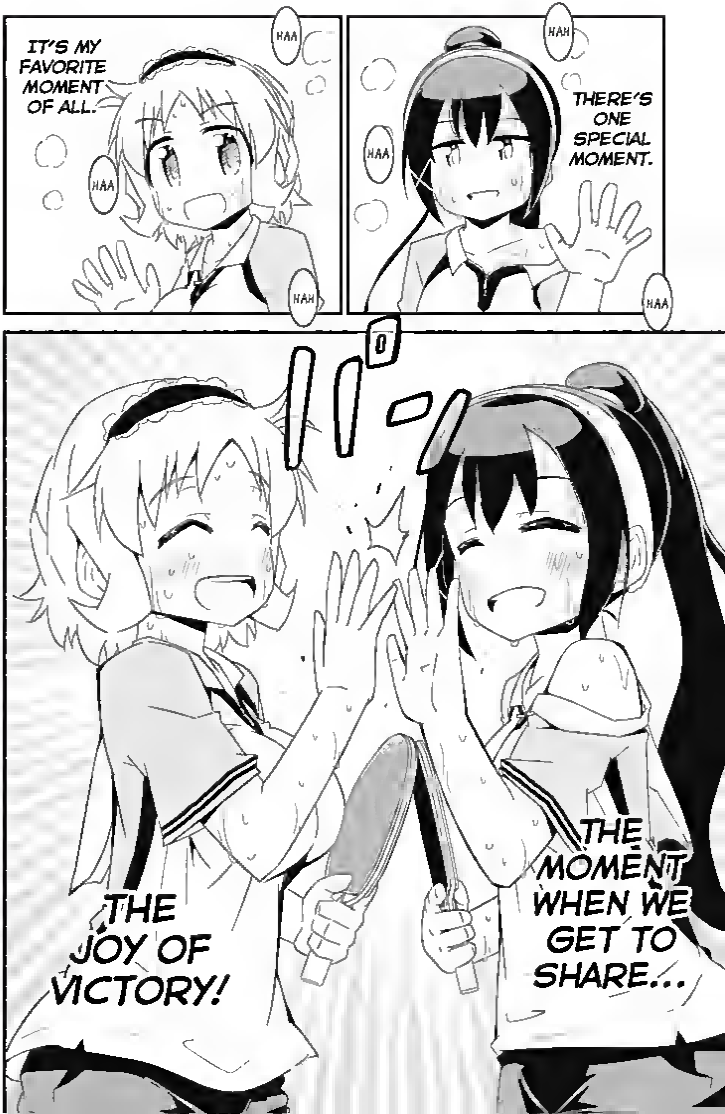
LET THIS SHOT
SHAKE MY HEART.
MUNEMUNE,
YOU CAN DO THIS!

IF WE'RE TOGETHER
NOTHING IS IMPOSSIBLE!
MUNE-MUNE!
GO FOR IT!

WE'LL BECOME
NUMBER ONE!

AND NOBODY...
IS GETTING IN OUR WAY!

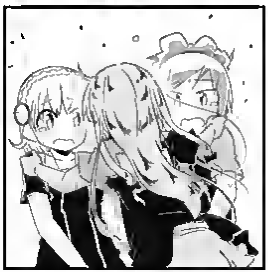

GAME AND MATCH TO KIRUKA-MUNEMUNE!
DOUBLES
WINNERS USHIROPE-MUNEMUNE (SUZUMEGAHARA MIDDLE SCHOOL)
KIRUKA MUNEMUNE
3 (11-9, 11-7, 11-5) 0
FUBUKI HOMURA
WHEN PLAYING PING PONG...


IT'S MY FAVORITE MOMENT OF ALL.
HAA
HAA
HAH
THERE'S ONE SPECIAL MOMENT.
HAH
HAA
HAA
THE JOY OF VICTORY!
THE MOMENT WHEN WE GET TO SHARE...

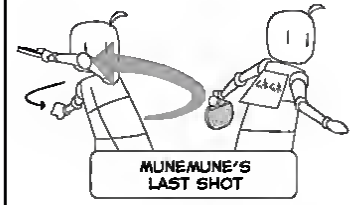
ぎゅっ
IN THE END, WE COULDN'T EVEN WIN A SINGLE GAME AGAINST THEM.
COMPLETE DEFEAT, HUH?
PAT PAT
THANKS, FUBUKI.
WE GAVE IT OUR BEST TOGETHER... IT COULDN'T BE HELPED...
I HAVE NO REGRETS.
HAW
POKE
RIGHT. THANKS, HOMURA.
宝条
藤宮

NEXT TIME, WE'LL DEFINITELY WIN, OKAY?

GREAT GAME!



AS EXPECTED, SENPAI!
MY, MY, THANK YOU.
THAT WAS AWE-SOME!
THAT LAST SMASH WAS AMAZING!
EVEN NOW, MY HEART WON'T STOP POUNDING!
MY TAILS WON'T STOP!
HEHE. THANKS.
I JUST SUDDENLY THOUGHT I HAD TO SCORE ON THAT SHOT.
THEN I FELT THIS POWER BOOST ON MY SWING...
AND IT JUST WORKED OUT WELL FOR ME, I GUESS.
THAT'S BECAUSE YOU USED YOUR FREE HAND.



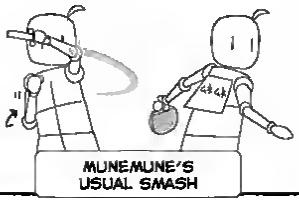
INSTEAD OF KEEPING YOUR HAND CLOSE TO YOUR BODY FOR STABILITY LIKE YOU USUALLY DO,

YOU LET YOUR FREE HAND SWING BEHIND YOU FOR EXTRA POWER ON THAT LAST SHOT.

AS YOU LET YOUR RIGHT HAND SWING BEHIND YOU,

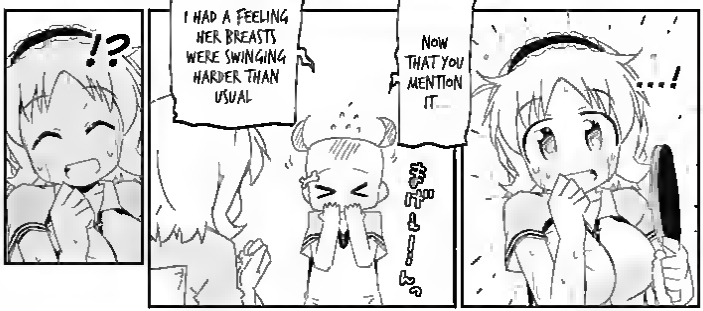
YOU ALSO INCREASE THE SPEED OF THE SWING,

MAKING YOUR SMASH STRONGER.



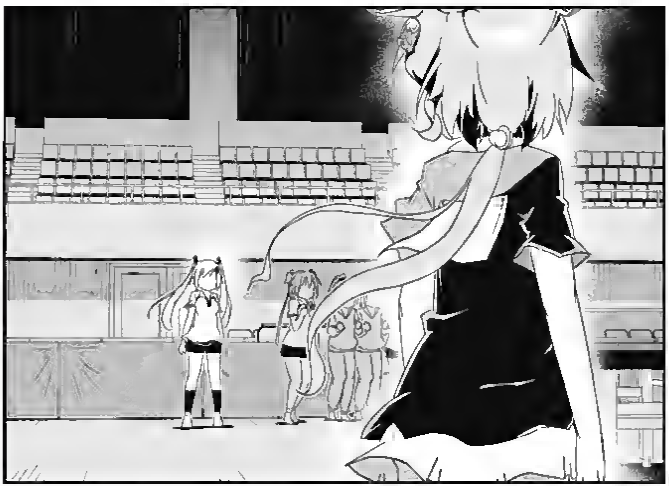
FREE HAND ..... THE HAND THAT'S NOT HOLDING THE RACKET!.

I GUESS YOU WERE SO SET ON SCORING THAT POINT
THAT YOU UNCONSCIOUSLY RELEASED THIS POWER YOU'D BEEN SUPPRESSING UNTIL NOW!



I SEE... USUALLY YOU'RE UNCONSCIOUSLY HOLDING YOUR BREASTS DOWN BECAUSE IT'S EMBARRASSING WHEN THEY SHAKE TOO MUCH.
BUT THE THRILL OF THE MOMENT MADE YOU RELEASE THAT DORMANT POWER
ぺろ..
I'll never know how that feels
SO IT'S LIKE MUNEMUNE-SENPAI'S SECRET WEAPON
THAT SHE CAN ONLY USE AT DECISIVE MOMENTS!
ぽいーん
I NAME IT...
THE OPPAI SMASH.
WH-WHAT?! THAT'S EMBAR-RASSING!
OPPAI SMASH, HUH? NOT BAD.
IT'S VERY BAD! DON'T GO NAMING MY MOVES!

BOOBS!
Cut it ooout!
BOOBS!
BOOBS!
My, my



A-CHAN...
...
KUMAMI...
ｸﾞｸﾞ...
...

Sneaky!
ヲイヲイ! ヲイヲイ!